

Minbari Rath'Sona Strike Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2270	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3 Thrust	Power Shortage: 0
Jump Delay: 18 Turns	Roll Cost: 3 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Neutron Laser (Impr.) Class: Laser Modes: R, P, S(3) Damage: 4d10+18 Range Penalty: -1 per 4 hexes Fire Control: +5/+4/+1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Molecular Pulsar Class: Molecular Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 7 Grouping Range: +1 per 3 Range Penalty: -1 per hex Fire Control: +4/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire every turn doing 1d3 pulses with no volley count bonus
Electro-Pulse Gun Class: Electromagnetic Effect: Forces dropout Range Penalty: -3 per hex Fire Control: --/+/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

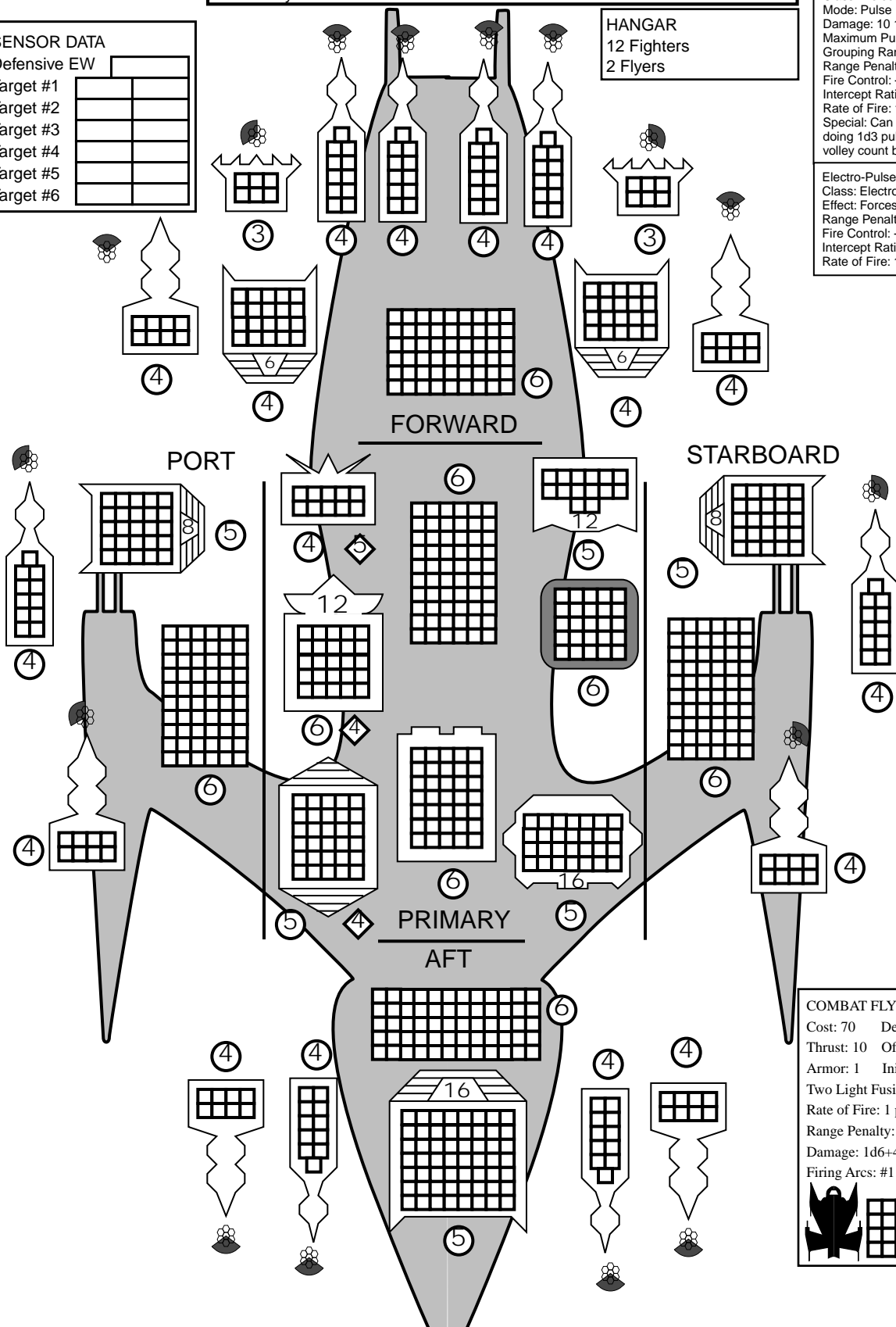
FORWARD HITS
1-3: Retro Thrust
4-5: Molecular Pulsar
6-9: Imp. Neutron Cannon
10-11: EP Gun
12-18: Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Thruster
5-9: Molecular Pulsar
10-11: Imp. Neutron Cannon
12-18: Structure
19-20: Primary Hit
AFT HITS
1-7: Main Thrust
8-9: Molecular Pulsar
10-11: Imp. Neutron Cannon
12-18: Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Structure
10-11: Jammer
12-13: Jump Engine
14-15: Sensors
16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
12 Fighters
2 Flyers

SPECIAL NOTES
Gravitic Drive System
Atmospheric Capable

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Jammer
Molecular Pulsar
Impr. Neutron Laser
EP Gun



COMBAT FLYERS
Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2